FIG.10 CONVENTIONAL ART

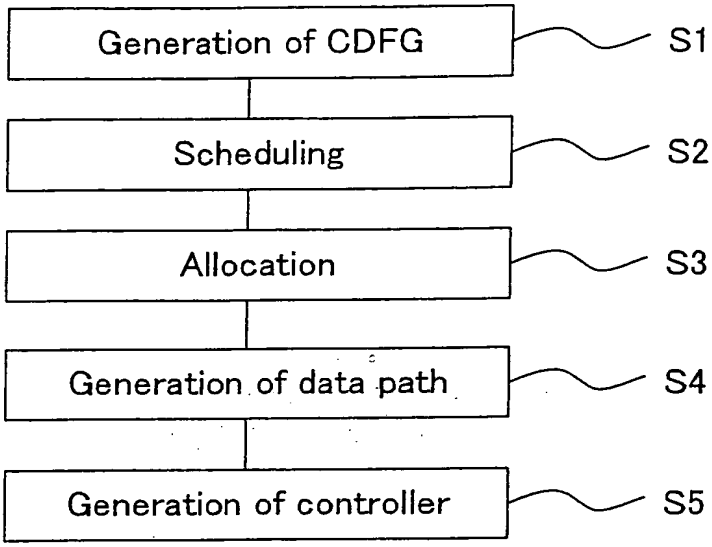


FIG.11 CONVENTIONAL ART

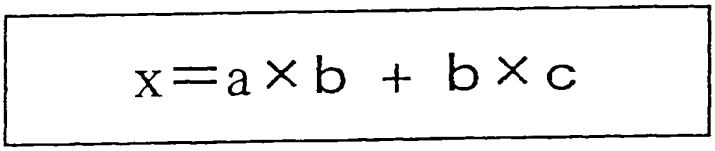


FIG.12 CONVENTIONAL ART

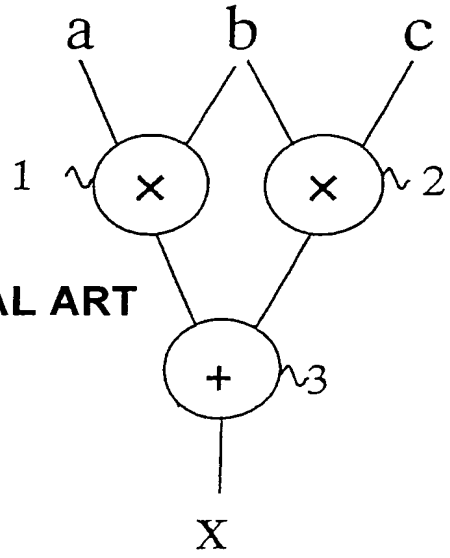


FIG.13

```
struct Node
  {
   int   node_id;
   int   in_edge[2];
   int   out_edge[1];
   int   op_type;
   }
struct Edge
  {
   int   edge_id;
   int   from_node;
   int   to_node;
   }
```

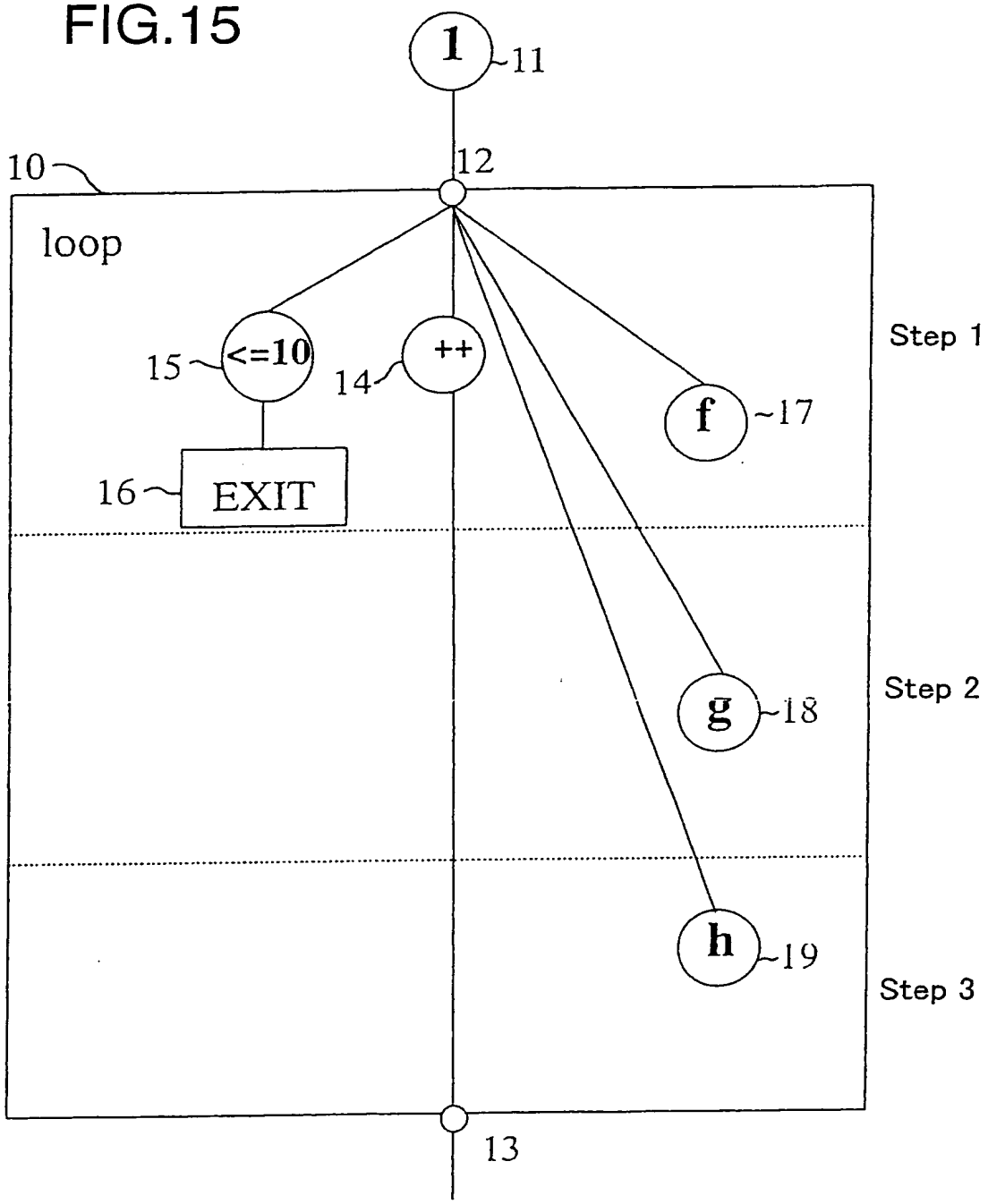
CONVENTIONAL ART

FIG.14

CONVENTIONAL ART

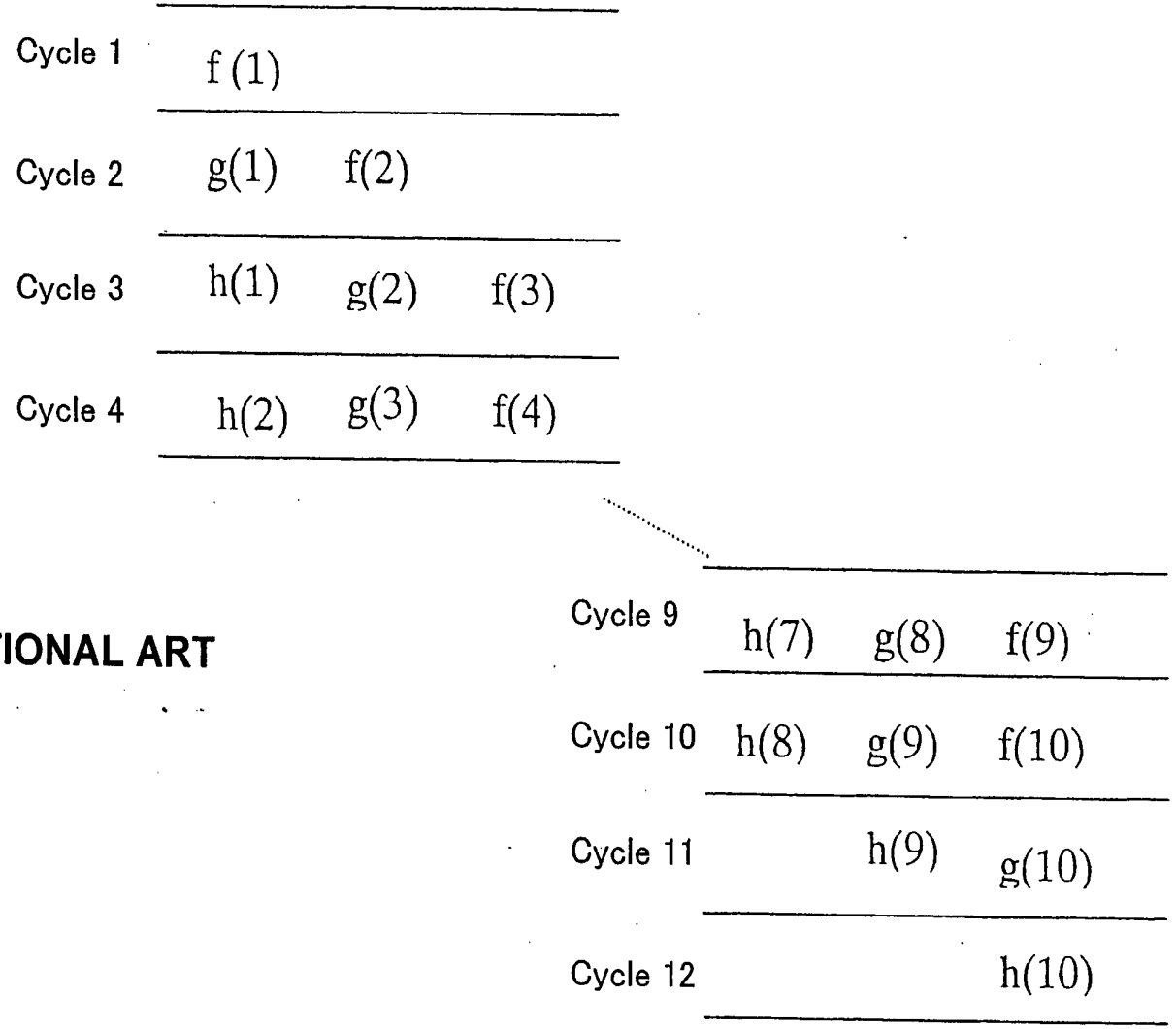
```
for( i =0; i <=10 ; i++)
{
    f(i);
    g(i);
    h(i);
}
```

FIG.15



CONVENTIONAL ART

FIG.16



CONVENTIONAL ART

FIG.17 **CONVENTIONAL ART**